

Amendments to the Claims:

This listing of claims will replace all prior versions and listings of claims in the application:

Listing of Claims

What is claimed is:

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67. (New) A method for transmitting audio data, the method comprising:
inputting audio data into a presenting computer;
monitoring the audio data to distinguish between periods of sound and periods of
silence;
storing the audio data associated with the periods of sound in a frame buffer
having a predetermined size and whenever a period of silence is detected or the frame
buffer is full, creating a voice buffer from the frame buffer;
transmitting the voice buffer to at least one client computer coupled to the
presenting computer.

68. (New) The method of claim 67, wherein said creating is accomplished by
compressing the contents of the frame buffer.

69. (New) A system for transmitting audio data comprising:
a data store on a presenting computer for storing audio data;
a recorder coupled to the data store, said recorder configured to monitor said data store to distinguish between periods of sound and periods of silence;
wherein said recorder stores audio data associated with periods of sound in a frame buffer having a predetermined size and when said recorder detects a period of silence or when the frame buffer is full, said recorder compresses the frame buffer to create a voice buffer of a predetermined size and transmits said voice buffer to at least one client computer coupled to the presenting computer.

70. (New) A system of claim 69, further comprising:
a data structure on said data store, wherein said recorder stores one or more voice buffers; and
a voice position pointer resident on said data store, which points to a location in said data structure in which to store a next voice buffer of said one or more voice buffers.

71. (New) The system of claim 70, wherein the recorder includes one or more separate listening threads, one for each of said client computers, and each of the listening threads transmits to an associated one of said client computers, the system further comprising:

one or more separate listening position pointers, resident on said data store, one for each of said separate listening threads, wherein said listening pointer indicates which of said one or more voice buffers is to be transmitted to said associated client computer.

72. (New) A method of transmitting audio data as part of a collaborative web browsing session comprising:

inputting audio data into a presenting computer;
monitoring the audio data to distinguish between periods of sound and periods of silence;

storing the audio data associated with the periods of sound in a frame buffer having a predetermined size and whenever a period of silence is detected or the frame buffer is full, creating a voice buffer from the frame buffer;

transmitting the voice buffer to at least one client computer coupled to the presenting computer.

73. (New) The method of claim 72, further comprising creating a voice buffer from the frame buffer before said transmitting step.

74. (New) The method claim 73, wherein said creating step is accomplished by compressing the contents of the frame buffer.

75. (New) A computer program product comprising a computer useable medium having a computer program instructions stored therein for enabling the transmission of audio data, wherein said computer program product comprises instructions for:

receiving audio data at a presenting computer;

monitoring the received audio data to distinguish between periods of sound and periods of silence;

storing the audio data associated with the periods of sound in a frame buffer having a predetermined size and whenever a period of silence is detected or the frame buffer is full, creating a voice buffer from the frame buffer;

transmitting the voice buffer to at least one client computer coupled to the presenting computer.

76. (New) The computer program product of claim 75, further comprising instructions for:

storing the incoming audio data in a frame buffer if the audio data exceeds a threshold, and

creating a voice buffer from the frame buffer when the incoming audio data falls below the threshold or the frame buffer is full.

77. (New) The computer program product of claim 76, further comprising instructions for independently transmitting the voice buffers stored in the data structure to each of the client computers.

78. (New) The computer program product of claim 77, wherein said transmitting program instructions utilize an open HTTP connection to each of the client computers.

79. (New) The computer program product of claim 77, further comprising instructions for compressing the frame buffer received by the server before storing them in the data structure.

80. (New) The computer program product of claim 77, further comprising program instructions for compressing the frame buffer in said creating program instructions.